C+VG

INVITE A ZOID INTO YOUR HOME – BEFORE HE INVITES HIMSELF!

ZOID COMPETITION

It came stomping over the barren landscape. Every step it took shook the entire planet like an earthquake. Its eyes glowed with a red evil looking light. It looked so fierce that even the bravest Red Zoid took flight. Yes, the Mighty Zoidzilla had arrived! And you could invite this really mean Zoid into your own home by entering C&VG's special IDEAS CENTRAL HANDBOOK competition!

Invite him before he invites himself, Big Red says — and here at IDEAD CENTRAL we reckon Red's got the right idea! So, unless you're looking for trouble, we advise you to quickly get hold of some pens, pencils, crayons or paints and design us a C&VG Zoid.

Thanks to Martech, the Zoids game people, the three first prize winners will get a Tomy Zoidzilla kit which builds up into a giant-sized motorised Mighty Zoidzilla which actually walks about flashing his horrible red eyes at you! Ten runners up will get one of Tomy's smaller wind-up Zoid kits. These little monsters actually walk about too!

Currently most Zoids resemble mechanical animals and dinosaurs — so that could be a starting point for your C&VG Zoid. They are also heavily armed fighting machines. So don't forget to add a few rocket launchers and lasers here and there.

You can make your drawing any size you want and use any medium you like to create it. Make sure you either attach the coupon or write your name and address, in block capitals please, on the back of your drawing. And don't forget to add your age too, as the competition will be judged in three age groups, under-10, 10-15, 15 and over.

Normal C&VG rules apply, closing date for the competition is July 16th and the editor's decision is final. Enter today and a Zoid could soon be heading your way! The address to rush your entries to is Computer and Video Games, Design a Zoid Competition, Priory Court, 30-32 Farringdon Lane, London EC3 3AU.

C&VG/MARTECH TOMY ZOID COMPETITION

Name____________________

Address____________________

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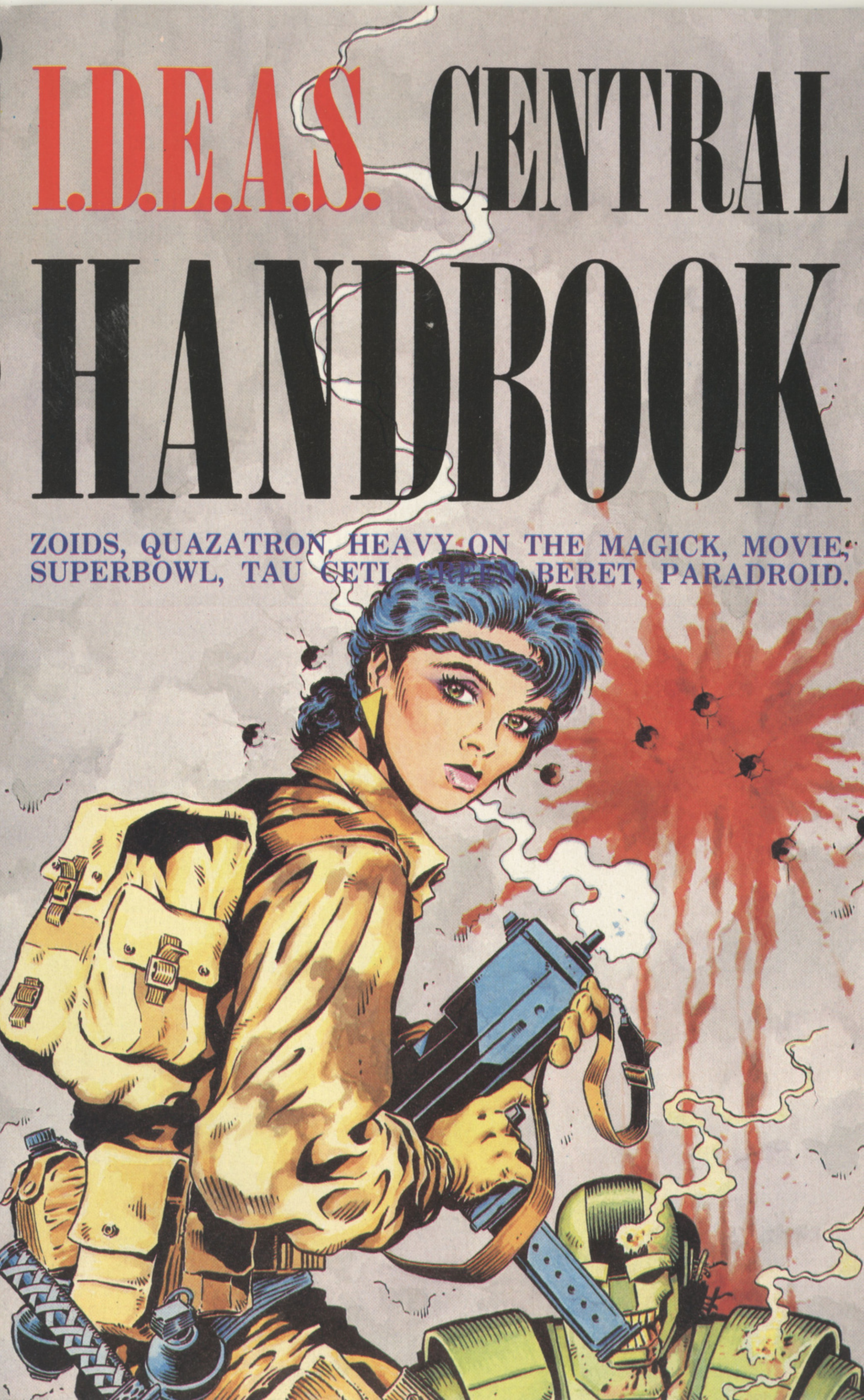
Age____________________

COMPUTER +VIDEO GAMES

I.D.E.A.S. CENTRAL HANDBOOK

ZOIDS, QUAZATRON, HEAVY ON THE MAGICK, MOVIE, SUPERBOWL, TAU CETI, GREEN BERET, PARADROID.



You asked for it — so here it is. The first IDEAS CENTRAL HANDBOOK packed with games guides, maps, hints, tips and pokes from the people who actually created the games that are currently driving you crazy.

We asked them to have pity on you poor people and provide IDEAS CENTRAL with a special C&VG cure for the games players blues. Rupert Bowater and Paul Norris of the Electric Pencil Company bring you their very own ZOIDS Survival Guide, Steve Turner explains how to become a real Kleptomaniac in his Quazatron games guide, his partner Andrew Braybrook adds tips for the paranoid Paradroid player, while Pete Cooke takes you on a trip around Tau Ceti's defence network.

Sports fans can look forward to Tony Knight's Superbowl coaching session. And the IDEAS CENTRAL research teams have been out and about gathering more information on games like Heavy on the Magick. Gargoyle Games' part-time necromancer Greg Follis tells you how to help Axil escape the dread dungeons beneath Colloden's Pile. There's a special Green Beret assault course for the Commandos among you' brought to you by no less a person than the Bug Hunter's boss Jackson T. Kalliber. All this and a gangster's guide to Movie.

What more could you ask for? A Zoids competition that's what. And you've got that too on the back cover of this action packed IDEAS CENTRAL HANDBOOK, free with C&VG — the magazine that never settles for second best.

Melissa R

IDEAS CENTRAL HANDBOOK No. 1

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A Jackson T. Kalliber Production

The Ideas Central Handbook No.1, free with Computer and Video Games magazine, July 1986.

Thanks to: Rupert Bowater, Paul Norris, Pete Cooke, Greg Follis, Tony Knight, Steve Turner, Andrew Braybrook, Martech, Hewson, CRL, Ocean, Imagine, Gargoyle Games, KAOS and Dimension Graphics.

ZOIDS

Welcome to the machines, my friends! Zoids are the meanest bunch of mechanical monsters this side of the Bug Hunters — and thanks to the IDEAS CENTRAL research team we're able to bring you a special Zoid-zapping guide from the people who actually wrote the game, Rupert Bowater and Paul Norris, pictured below of Binary Vision and The Electronic Pencil Company. Live the game, become the machine . . .

ATTACKING RED ZOID INSTALLATIONS

Damage inflicted on enemy targets by missiles is permanent. Railgun damage is rapidly repaired. Stronger targets should be softened-up with one or more missiles before you go in and finish them off with your Railgun. Don't waste missiles on Spinebacks or Hellrunners — it's possible to eliminate these Red Zoids using your Railgun alone. Remember, in missile mode the distance to the target is proportional to your distance from it on the map. The further away you are the longer you have to adjust the missiles' trajectory.

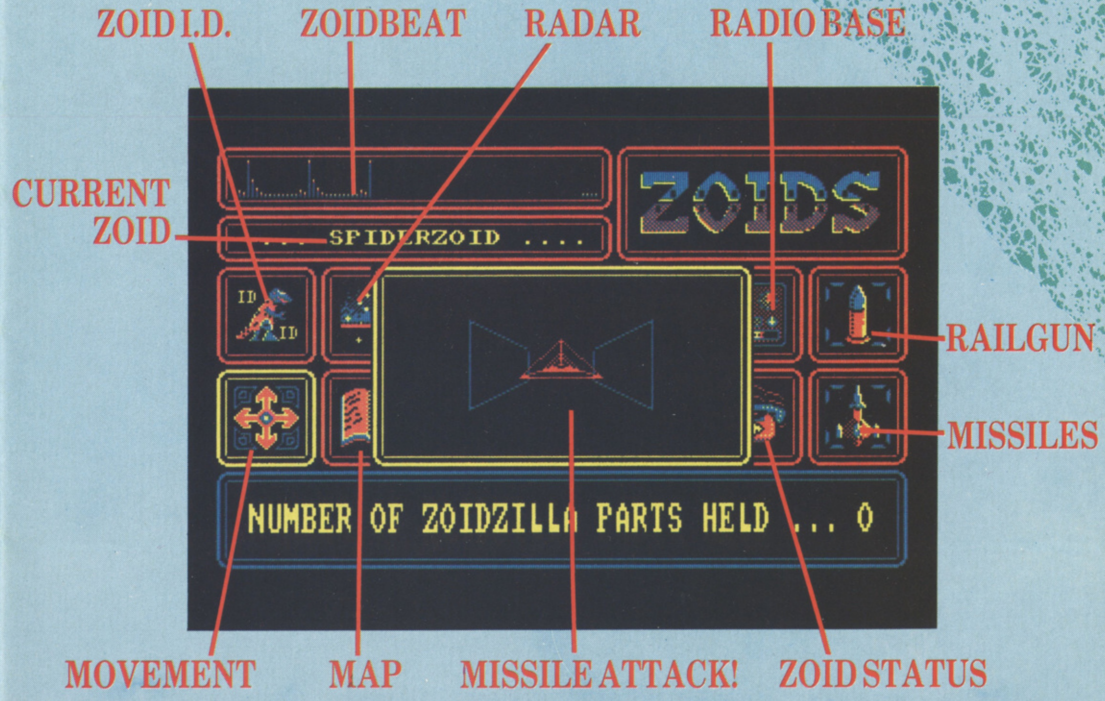
CITIES

After destroying a Red Zoid city collect ALL the debris from the city — there may be some missiles or mines, or even a bit of Zoidzilla! If you are lucky enough to find a piece of the big Blue Zoid then your Zoid — its shield and icon systems — will be fully repaired. This will help you defend yourself against the Serpent which will be released into the network at the same time. Serpents are pretty tough characters, so get out of the network as quickly as you can.

MAPPING THE NETWORKS

When making a map take note of how the city networks are constructed. It's useful to work out the construction for two reasons.

- There is only one bit of Zoidzilla per network. Once you've found it, move to a new network.



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.... SPIDERZOID ....
NUMBER OF ZOIDZILLA PARTS HELD ... 0
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- All Red Zoids stay in their own network. They won't cross borders. Crossing into a new network will shake off any pursuers, rather like crossing a state boundary. Useful if your Zoid is in need of a place to hide and repair itself unnoticed by the Reds.

ICONS/SHIELDS

As you already know, the game is totally icon-driven. Each icon represents a function of your Zoid. When an icon goes grey on the main screen that function is damaged or destroyed. It's a good idea to keep accessing your shield-window to check out the condition of your Zoid. If the icon on the shield window is flashing then that function is close to being knocked out.

Give priority to protecting your Railgun by rotating the shields. All functions will repair themselves given time — but will still be vulnerable if you decide to rush back into action too early. So be patient if you've been damaged heavily.

ZOIDBEAT

The Zoidbeat — the square wave at the base of the screen — gives an instant indication of the overall strength of your Zoid. If the pulses are very low, and if several systems have suffered heavy damage, it may be wise to avoid trouble until your Zoid has repaired itself. (*See Icons/Shields*).

JAMMING

Radio stations, city shields and Redhorn's missiles can all be electronically jammed. All object types (e.g. cities) have the same carrier wave. The variable wave is given by the second part of the objects ID number. For example, "CITY ID 0/2" is city number two in network 0, in this arrangement of wave icons:

If you successfully jam a radio station when attacking a city it will be unable to send an SOS or dispatch any Hellrunners from the attacked city. These would otherwise contact other cities in the network and send back reinforcement Spinebacks to hamper your attack. Jamming is possibly the most difficult part of the game — but with a little practice an experience you'll find it's possible!

ZOIDZILLA SCAN

The Zoidzilla Scan function will give you a percentage probability that a bit of Zoidzilla is under a city dome. But you must be close to a city for this scan to operate and have your Info icon active. It is advisable to jam the radio station before attempting a scan of the city. Otherwise this will automatically result in your Zoid being detected and subsequently attacked.

CITY SHIELDS

There are two ways to lower city shields, making the city more vulnerable to attack.

- Jam the city electronically (*See Jamming*).
- Attack the power station. This is only a temporary measure and has the added disadvantage of alerting the Network's Serpent.

DAMAGE

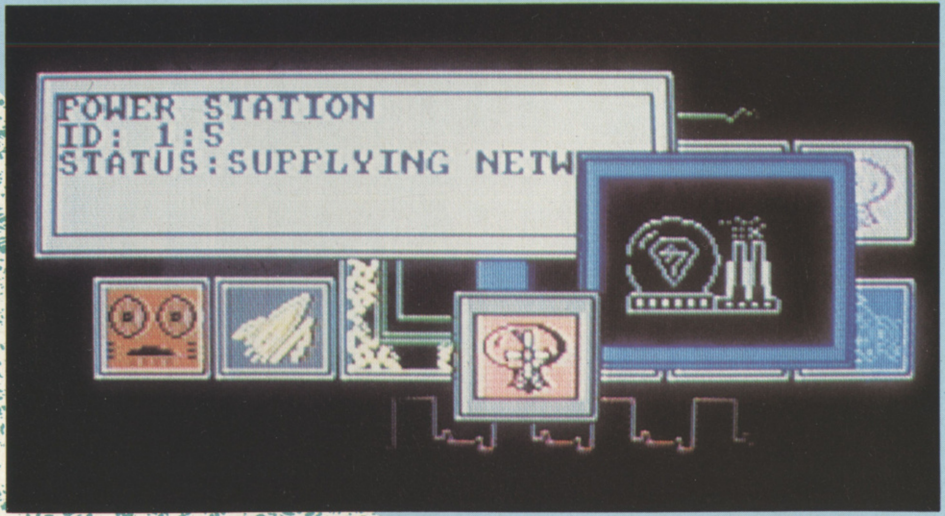
If the sound effects are on you'll hear when you are under attack. If you prefer playing with the music off, then keep a close eye on the defence icon. If this turns red and animates you are, or have recently been, under attack. The severity of this attack can be gauged by looking at the pulse at the top of the screen. The faster the pulse the more severe the attack.

MINES

Use them sparingly and in strategic locations as a defensive tool. You'll often find more mines in a destroyed city dome or in the debris of a Red Zoid you've zapped, along with Zoidar Power Pods. And remember, NEVER detonate a mind under yourself!

SERPENTS/SLITHERS

NEVER destroy a Serpent base — this releases this evil Red Zoid unecessarily into the Network. Try to avoid being detected by Slithers, or next time they will be escorted by Spinebacks. Slithers repair damaged/destroyed cities and radio stations and restore a city's ability to manufacture Zoids.



```
POWER STATION
ID: 1:5
STATUS:SUPPLYING NETW
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Use your radar to identify enemy installations.

MISSILES

When trying to decoy missiles fired at your Zoid you can determine which sort of flares to use from the missiles' ID. Redhorn's can only be jammed by the carrier and variable waves they use.

ZOIDZILLA

When you have collected all eight bits of Zoidzilla you will merge with the Blue Zoid combat leader and be ready for the ultimate battle with Redhorn the Terrible, the Red Zoid leader.

SLITHERZOIDS

If a Slitherzoid is destroyed, its supplies of raw material of Zoidar power pods it carries may not have been damaged and can be easily picked up by your Zoid using the Scanner. You'll need all the Zoidar power you can get.

CITY DOMES

Keep a record of the City Domes where you find bits of Zoidzilla. These are ALWAYS more important than "empty" City Domes even though the placing of parts of Zoidzilla is random and different each time you play the game.

MISSILES

The closer you get to your target the better. It will enable you to hit your target more easily. However it also increases the danger of your Zoid being intercepted by defending Red Zoids.

ZOIDZILLA

Once you've found a part of Zoidzilla leave that City Network QUICKLY by a perimeter route. This lessens the danger of interception.

GUNS

Aim either the left tracer or the right tracer to hit missiles. If you aim to the centre, the bullets will tend to go each side of the missile.

RED ZOIDS

Enemy Red Zoids have incredibly efficient Blue Zoid detectors built into their weapons systems. They are even able to detect your presence in the network just by crossing the path you have recently taken. Therefore, try to spot Red Zoid patrol routes.

SERPENTS

These deadly Red Zoids roam throughout the entire map and cannot be detected in advance. That means they can launch sneak attacks with missiles without warning. They also drop Zoid damaging mines. So be prepared!

Spectrum/Amstrad POWER PLANT

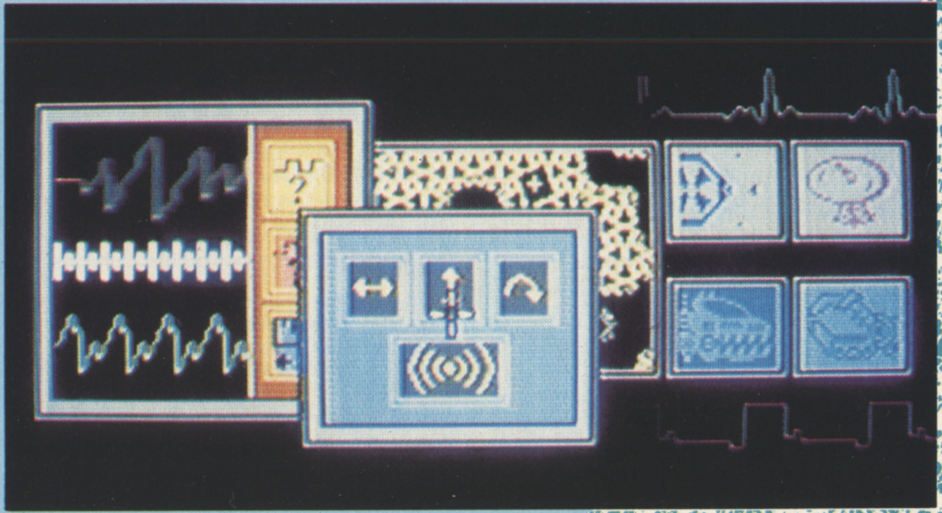
The power plant is of immense importance to the city network. It provides the power which keeps the protective domes in place over the cities, mines and beacons. If attacked, it drains the city network of power to protect itself. To allow yourself the opportunity of destroying cities, mines and beacons you must first call a radio base strike on the power plant. When the base missile strikes, the city network will be temporarily drained of power, ie, there will be no protective domes. You can then use your own Zoids missiles to attack selected targets.

DEBRIS

Anything which you destroy is likely to leave debris which may be of use to you. ALWAYS scan the vicinity to check for this.

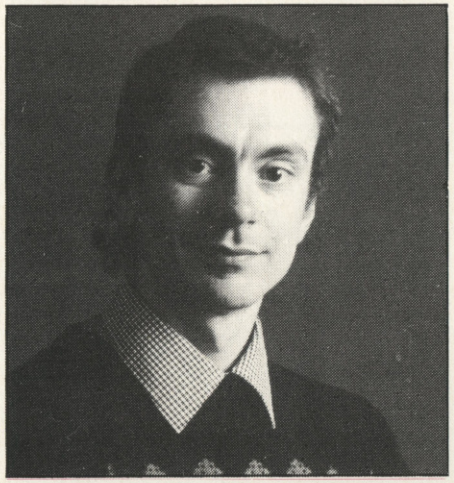
BEACONS

The Beacons alert Redhorn the Terrible of any any intrusions into that network. These are times when destroying this Beacon will be to your disadvantage.



Jamming is a complex operation in the 64 version — but essential.

QUAZATRON



Quazatron is an arcade strategy game, from chart-topping Spectrum author, Steve Turner. Quazatron is set in the far future and features Klepto, (KLP-2) scourge of the mechanised city of Quartech. In a sequence unique on the Spectrum, KLP-2 grapples for control of the battle devices of vanquished opponents by blasting and disrupting the alien battle droids and repair mobiles. Here Steve tells you some secrets about his totally addictive game. Learn how to beat the droids the Turner way right now!

THE OPENING GAME

KLP-2 is extremely vulnerable until a grapple game has been won. Once achieved, this gives an extra "life" as you automatically win the grapples droid's security device. The first priority is to pick a **low** class droid and grapple it. If you lose the interfaced parts, seek an easy grapple immediately. X9 is the easiest droid to grapple and A1 is the hardest.

BUILDING UP KLP-2

KLP-2 burns out its power supply every few minutes, so you should replace it whenever recharging on an energy plate ceases to be effective. If you load up with powerful equipment you need a heavy duty power supply or KLP-2 will burn out even quicker than usual. When choosing equipment after winning a grapple game, it is beneficial to build a balanced droid. It is best to improve the power supply first then the weaponry. If you have a really good power supply then improve the drive unit and KLP-2 will have extra speed. Remember — better equipment is heavier and slows KLP-2 down.

THE DATA LIBRARY

This contains information about the droids and the equipment they carry. The data library also contains a data screen for each part of a droid. The weight (or if a drive unit, the thrust) is given, as well as the power usage (or power supply, if a power unit). This allows you to evaluate the different parts and find out which is best. There are also other hints in the notes. Study them well.

USING THE WEAPONS

If you are clever you can shoot droids on the next level — or terrace — up. They may retaliate, but their guns will fire over your head. Lie in wait for the fast droids below a narrow corridor and you'll get many shots at them. Blasting away at them in open areas is pretty useless.

Learn which droids are affected by each weapon. Each of the four missile weapons are of different power. The single beam laser for instance only zaps the lowest eight droids. You can see if a droid is affected by watching the speed of the rotating headpiece. If it slows down the droid has lost energy. Some take many hits to destroy.

RAMMING

If you have a higher grade chassis you can damage any droid or push it off course and over an edge. This is a quick and easy way of eliminating the lower droids. But if you have a low grade chassis be careful not to collide with anything!

THE GRAPPLE GAME

To master this you need a combination of arcade speed and cunning. Choose an opponent with care and only attempt to grapple droids close to KLP-2's current class number. For instance, if you have just grappled an X9, or are just starting off, don't try to grapple anything above an R7. Remember, the lower the number, the higher the class of droid. As a reminder the number of the last successfully grappled droid is displayed by the side of the score.

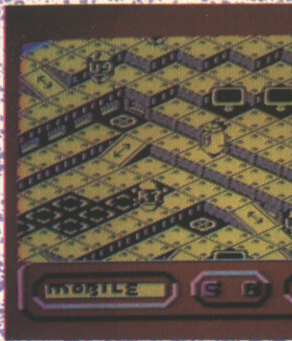
When the grapple screen is displayed, use the preliminary time to study each side. Choosing the best side is usually VERY important.

Here are some good features to watch out for in the grapple screen.

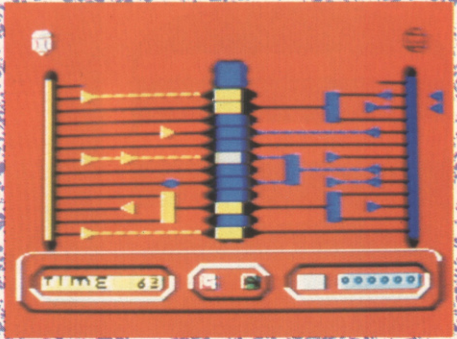
- A colour in the centre that the other side cannot reach — especially if it is already of the right colour.
- Splitters.
- Autopulsers.
- A colour switcher on the OTHER side. Let the enemy work for you.

Decide on the side with the good features, then use the rest of the "study" time to decide if there are any lines you can shoot down straight away. When the shooting starts, shoot first any autopulser you want to activate because they do not run out. Then shoot any line that the enemy cannot reach. Save other shots until the last few moments, or until the enemy has committed all his shots. If you have many more shots to fire than the droid you are grappling, follow the enemy and shoot where he shoots. Being last, your shot will last longer and will cancel out the enemy shots.

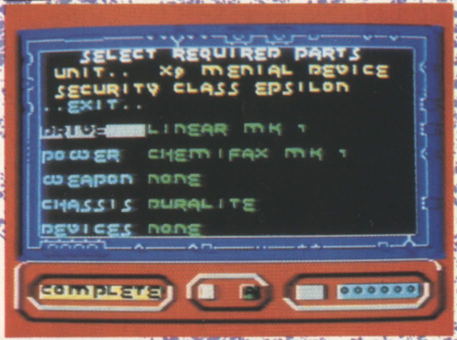
Occasionally it is better to play for a draw in the hope that you are offered a more advantagous game next time. The more lines you win the better the chance of winning the droid's equipment, so every shot counts.



▲ One of the Quazatron citadels. When you first arrive grapple a low class droid as soon as possible. Then you've got some sort of protection from attack.



▲ The grapple game.



```
SELECT REQUIRED PARTS
UNIT..  X9 MENIAL DEVICE
SECURITY CLASS EPSILON
..EXIT..
DRIVE    LINEAR MK 1
POWER    CHEMIFAX MK 1
WEAPON   NONE
CHASSIS  DURALITE
DEVICES  NONE
```

▲ If you successfully grapple an enemy droid this is what you see.

POINTS

Destroying several droids in quick succession raises the alert status thereby earning you bonus points. Use the grapple game or a disruptor — if you can win one — to do this.

OVERALL STRATEGY

Don't destroy all the small droids first. Build up KLP-2 as quickly as you can and go after the high class droids. You need some small droids for rebuilding if you burn out your interfaced parts. You can always eliminate them later with a disruptor. Try to finish all eight levels with a high class droid because you will keep the droid when you are transported to the next Citadel.

KLP-2, UNIT MEKNOTEC

MK3 version built by Servodroid C2040AD. Spent three years training as droid mechanic. Expelled from academy for dismantling an autotutor. Sold to Interstellar Refuse for menial duties, rose quickly in rank due to ability to take things to pieces. Conscripted in the first Vega war. One of the few survivors of the fleet exposed to radiation of unknown type. Survived robot madness as he was confined to the brig for programming the battle computer to play *Space Invaders*. Assigned to Special Ops as expendable after cutting live broadcast of President's address at award ceremony whilst trying to improve the power supply.

Posted to Orefax II for anti-pirate surveillance duties at far extent of the empire. Stranded when second Vega conflict erupted and was assumed deactivated when unit life expired. Apparently found by notorious half man, half robot space pirate, Mandroid and reprogrammed for pirate activities. Led to arrest of Mandroid during raid on Uridium bullion freighter. Accidentally removed Mandroid's left leg whilst trying to free it from the air lock door which he inadvertently closed when trying to open the door to the Uridium vault.

Deprogrammed at Stevbase III but still exhibits a tendency to remove components of any machine within reach. All attempts to obtain authority to deactivate failed because of public reaction to Mandroid affair.

PARADROID

Andrew Braybrook's Paradroid was the game that inspired Steve Turner's Quazatron. 64 owners were enjoying the pleasures of grappling with a droid some time before Steve's game appeared. When Andrew learned that his partner was telling all about KLP-2 he didn't want Paradroid fans to feel left out — so here's Andrew's very own Paradroid Survival Guide.

The droid crew of galactic freighter have turned against their masters. Your job — as controller of a droid influence device — is destroy the mutinous crew and regain control of the freighter. You can ram, shoot and grapple with the rogue droids — or even turn them into paranoid droids, and make them shoot each other!

TRANSFER STRATEGY

The "001" influence device is vulnerable so gain an extra life by transferring to a low level droid as soon as possible. Then build up to a powerful droid in several stages. Five key robots are outstanding in their class and are worth seeking out.

- 247: The best low level droid. Fast and armed.
- 476: The lowest droid with a decent weapon.
- 420: The only lower droid to be disruptor proof. Useful when you want to invade a level with disruptor droids.
- 742: A disruptor owned battle droid. The droid to use to destroy most other droids. Watch out for the 821, though.
- 821: Very powerful laser droid with disruptor shields. Use this to hunt the 742 and other disruptor owned robots. The energy drain is fast though, so don't stay in it too long.

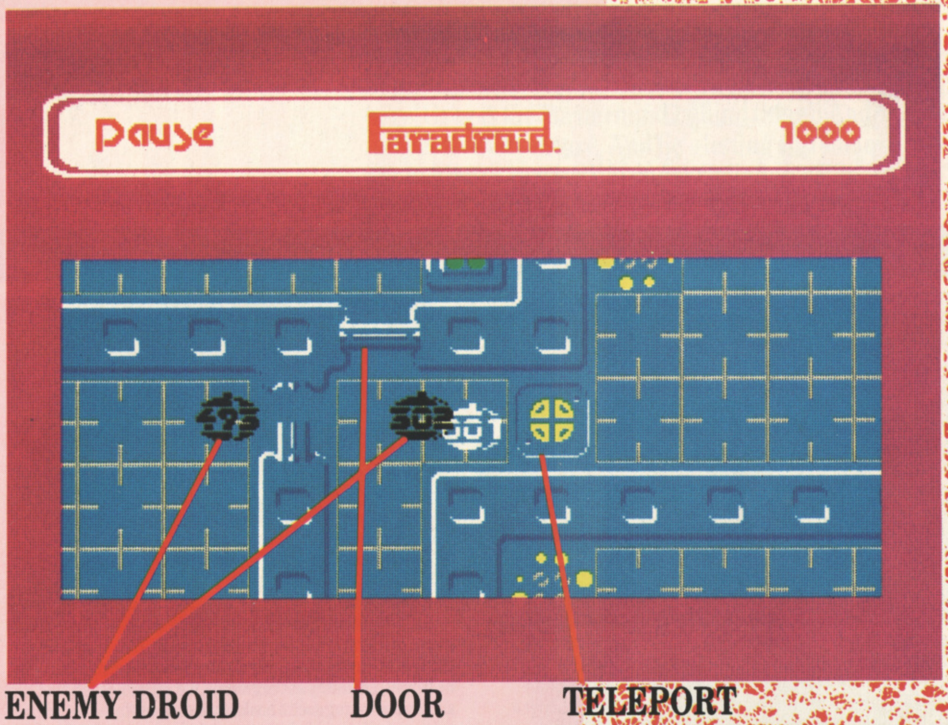
Climb the "droid ladder" as quickly as possible without making risky transfers. Choose droids of near to your own class. As soon as you control the most powerful droid on a deck, go to another deck. Do not wipe out the small droids, especially on a hard deck. You need them if your host is destroyed.

APPROACHING DROIDS

Go round a corner, or through a door and get into transfer mode in safety. You are a sitting duck if you are still! Approach on a zig-zag course and nip around the back of the droid as you get near, then it cannot bring his bullets to bear on you. Ambush droids by waiting round corners, behind blocks or doors.

USING WEAPONS

Laser battles are best avoided unless your droid has a superior weapon. Low weapons have no effect on high droids. If you cannot out-gun your opponent, transfer to them. Don't shoot droids you wish to transfer to — you'll just end up with their energy which will be lower.



THE COMMAND CYBORG

The 999 droid is deadly. Transfer to him. Then have some fun destroying any droid you can. But watch the energy — it drains fast.

IN CASE OF EMERGENCY

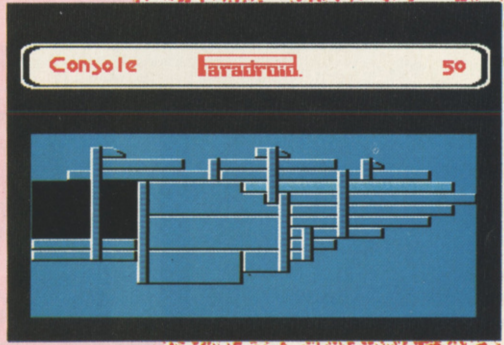
If your host droid is destroyed, or you lose a transfer, you are extremely vulnerable. Get to an easy deck and power point immediately. Transfer to the first low droid you can. It is worth making a last ditch attempt to transfer to a powerful droid if you are surrounded.

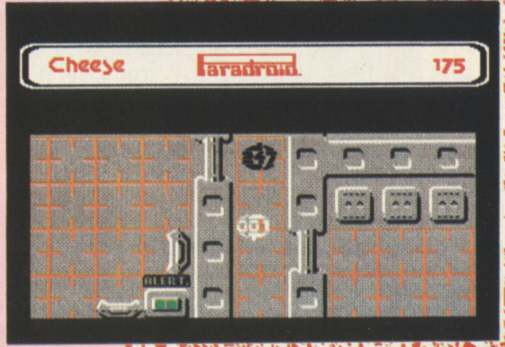
ALERT STATUS

Score more points by shooting several large droids, preferably using a disruptor. The alert status will change through green, yellow, amber to red. Each second the alert colour is not green you get bonus points. Keep the alert status up by destroying more robots.

TRANSFER GAME

If you have lots of shots, you can fire them all in the last seconds of the game by keeping the fire button pressed and sweeping across your lines with a joystick. See Quazatron hints for the Grapple Game.





HEAVY ON THE MAGICK

Are you stuck in a dungeon with Axil the Able with no hope of escape? Never fear, Gargoyle's Greg Follis is here! Greg is the mastermind behind this epic addictive interactive adventure. And he's letting slip some secrets about how to survive life under Collodon's Pile. And he's given us a map too . . .

Axil the Able stood in three inches of stagnant water and surveyed one of the most dismal dungeons he had ever been thrown into . . .

Thirty seconds earlier, he was sitting in front of the ox-roast in that famed haunt of the Occult. The Golden Thurible, engaged in his favourite pastime of Wizard-Baiting. His target for the night was one Master Therion, he of the bald head and piercing eyes, said to be the cleverest Magician in the Icemark, if not all Graumerphy.

And what a good story Axil was telling — a new one about Therion, a certain Moon creature and a rather gullible Elf — really, the sudden silence of his audience should have warned him.

The crowd parted as Therion strode across the floor, dangerous in all his 10 degrees! Standing squarely in front of Axil, and shrouded by the flames of the ox-roast, he began talking in that dry-leaves voice he normally reserved for Elementals.

It was a long and complicated speech, touching lingeringly on Axil's parents, upbringing and eating habits. When, after a while he began to slow down.

Therion raised a dismissive twig-like index finger and flung a bemused Axil several hundred leagues across Graumerphy, into the dungeons beneath the dreary castle called Collodon's Pile.

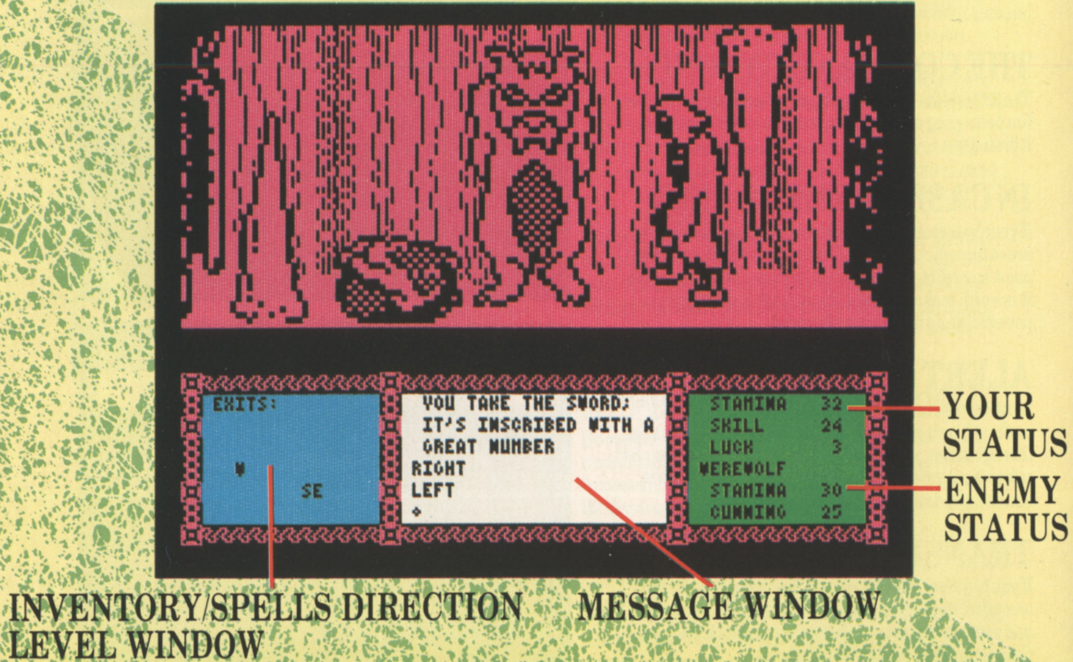
In the dank twilight, Axil tutted — and then took stock. He was, at least, clothed; he carried a large leather pouch, and, on a nearby table, there was a book.

The title read as follows:

"The Net of Gugamon — a Grimoire; wherein is contained the proper rites for the Convocation of various Demonly Princes, the procurement of lesser spirits, together with sundry workings, conjurations, manifestations. Symbols relating to all manner of Astral Phenomena . . . " and so on for several more pages, in the rather turgid style thought necessary for such book's.

Unfortunately, apart from the title, there seemed to be little more than a rather tattered contents page. But, since Axil thought of himself as a fairly accomplished magician (actually, he barely scraped by at the grade of Neophyte), he felt that simply possessing such a book ought to be useful — they didn't call him Axil the Able for nothing! (Indeed, many didn't call him Axil the Able at all, but struck for the more picturesque Axil the Awfully Adequate or Axil the Absolutely Average . . .)

So, with a flourish, one very strange book, and a hope that Mistress Luck would favour him for once, he marched from the room in search of a way out!



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EXITS:

    N
          SE
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YOU TAKE THE SWORD;
IT'S INSCRIBED WITH A
GREAT NUMBER
RIGHT
LEFT
◆
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 STAMINA     32
 SKILL       24
 LUCK         3
WEREWOLF
 STAMINA     30
 CUNNING     25
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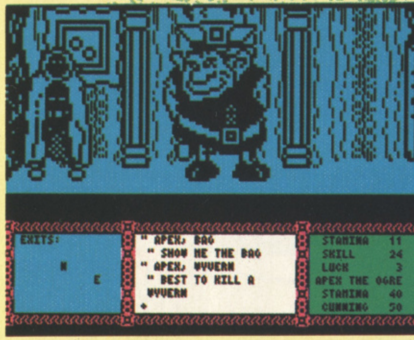

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EXITS:

    N
        E
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" APEX, BAG
 " SHOW ME THE BAG
" APEX, WYVERN
 " BEST TO KILL A
 WYVERN
◆
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 STAMINA     11
 SKILL       24
 LUCK         3
APEX THE OGRE
 STAMINA     40
 CUNNING     50
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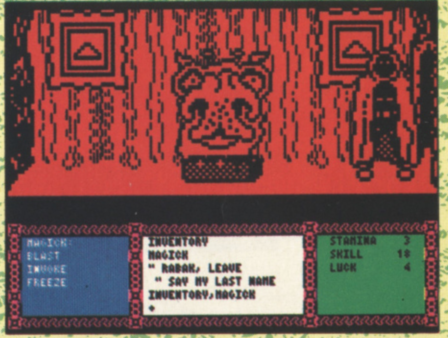

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MAGICK:
BLAST
INVOKE
FREEZE
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INVENTORY
MAGICK
" RABAK, LEAVE
 " SAY MY LAST NAME
INVENTORY,MAGICK
◆
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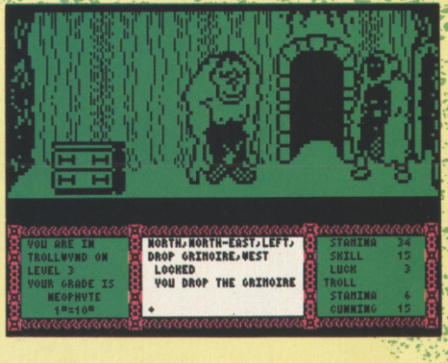
```
 STAMINA      3
 SKILL       10
 LUCK         4
```



```
YOU ARE IN
TROLLWYND ON
LEVEL 3
YOUR GRADE IS
  NEOPHYTE
   1°=10°
```

```
NORTH,NORTH-EAST,LEFT,
DROP GRIMOIRE,WEST
 LOCKED
 YOU DROP THE GRIMOIRE

◆
```

```
 STAMINA     34
 SKILL       15
 LUCK         3
TROLL
 STAMINA      6
 CUNNING     15
```

THE ART OF CONVERSATION

Without a degree of communication with the local inhabitants progress will be difficult. Apex the Ogre is your main source of information once you are down in the dungeon, but many other creatures and objects have something of interest to say. All conversations in *Heavy on the Magick* take this form:

"NAME, OBJECT

Don't forget to include the initial quote mark and the comma. These are well crucial! For example:

"APEX, SIGN
"WYVERN, LEAVE
"DOOR, OPEN

Several doors need special passwords to open them. These can only be discovered by talking to other monsters or particular objects in the room. As an example the following conversation, or something like it, will get you through the first gates of Wolfdorp.

MESSAGES IN WINDOW	INTERPRETATION
"DOOR, OPEN	
SILENCE	No luck!
"APEX, DOOR	
"WHO KNOWS GUARDS!	That's cryptic
"APEX, GUARDS	
"WHO GUARDS KNOWS!	Thanks a bunch Apex!
"GUARDS, PASSWORD	
"WE ARE THE GUARDS . . .	I know that!
"GUARDS, DOOR	
"CRY AND ENTER . . .	Of course, cry *!?!
"DOOR, *!?!	
"CLICK!	And the door swings open!

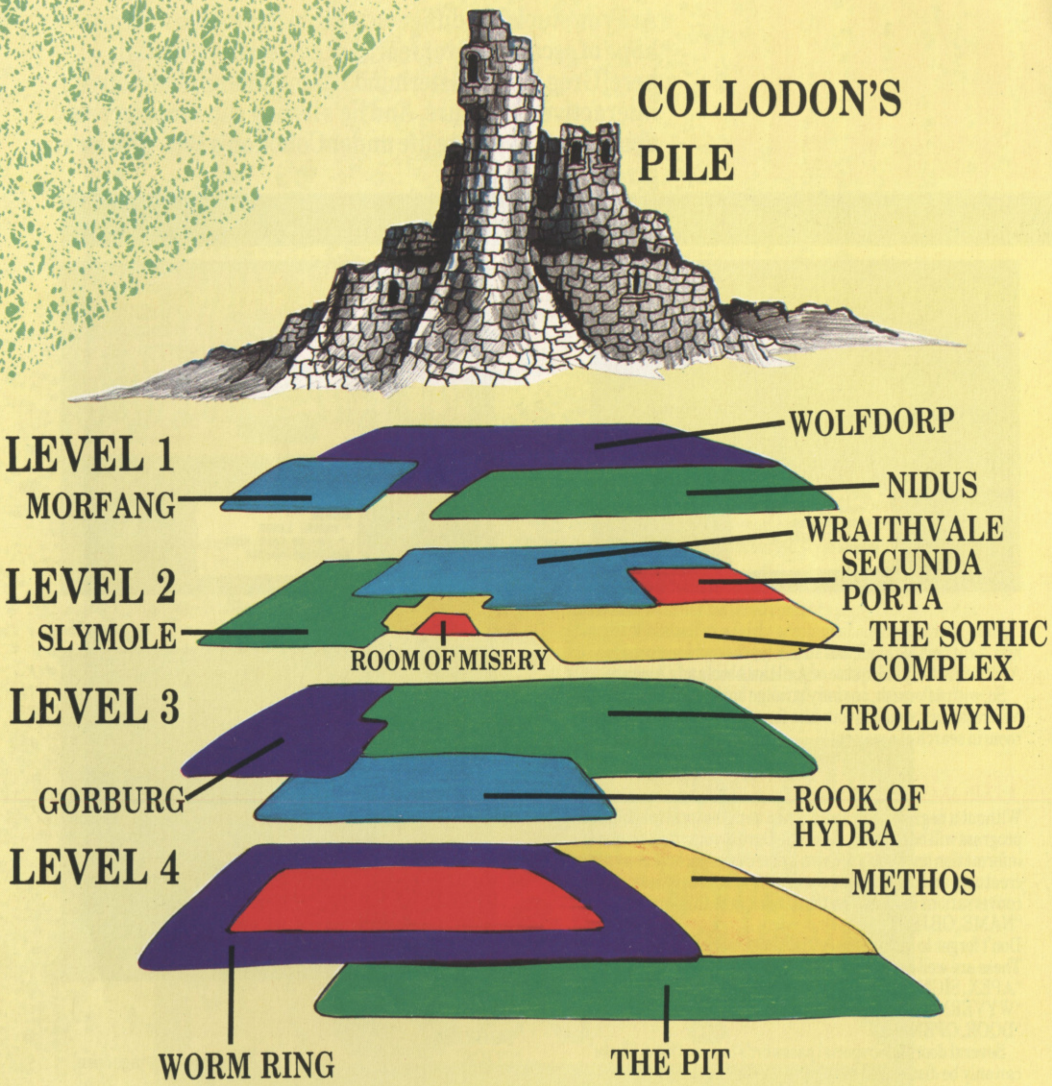
DEALING WITH DEMONS

Each demon has its own peculiar power, without which all three exits cannot be reached. However, some of these talents can be utilised at any stage of the game, either singly or in combination.

Note that an attempt to use a demon without its Talisman on the ground as a conjuration and control point, will be fatal. Even with a Talisman it is wise to use them and retreat quickly before they become impatient and send you to the furnaces!

Here's a guide to the demon's powers:

ASTAROT can take you to the place you name — if you know the name! One slight problem with using this apparently potent being is that although you are transported, the valuable Talisman isn't!


COLLODON'S PILE
LEVEL 1
WOLFDORP
MORFANG
NIDUS
WRAITHVALE
LEVEL 2
SECUNDA
PORTA
SLYMOLE
THE SOTHIC COMPLEX
ROOM OF MISERY
LEVEL 3
TROLLWYND
GORBURG
ROOK OF HYDRA
LEVEL 4
METHOS
WORM RING
THE PIT

BELEZBAR can tell you the true nature of an object, which may save your life — or your sanity.
MAGOT will tell you the whereabouts of any object you name, which can give you a sense of purpose.
ASMODEE is the Prince of Destruction and the wary Magician should be very sure of himself before this demon is invoked.

A command in time saves nine . . .
Commands can be entered separately or in strings. This second option has several advantages. A command entered in a string will not have it's execution interrupted by an output. By entering a string of commands you can often get the jump on a Guardian or wandering monsters. This saves time in panic situations.

HEAVY ON THE MAGICK

SUPERBOWL

American Football has grown in popularity in this country since Channel 4 started screening NFL games on Sunday evenings a couple of years ago. Now it's as much part of English sporting scene as cricket. Well, almost. American Football games on computer have come and gone — but the best yet must be *Superbowl*, the Ocean game created by the Brighton -based KAOS programming team. Tony Knight, KAOS boss and American Football fan, decided that you all need a bit of coaching to get the most out of his excellent simulation of Superbowl XX — when the Bears met the Patriots. Get to it coach!

OBJECTIVE

The basic aim of the game is to advance the ball by a series of plays or "downs" into the oppositions "endzone" — the scoring area ' and to achieve a "touchdown" which is worth six points. The team with the ball can then add an extra point by kicking the ball through the rugby-style goal posts at the end of the field.

The team in possession of the ball has four attempts or "downs" to advance the ball a minimum of ten yards. If they don't the ball reverts to the opposing team who then start their attempt to get the ball into the endzone. Yards are gained by running with the ball "rushing", or by passing — throwing — the ball to a receiver.

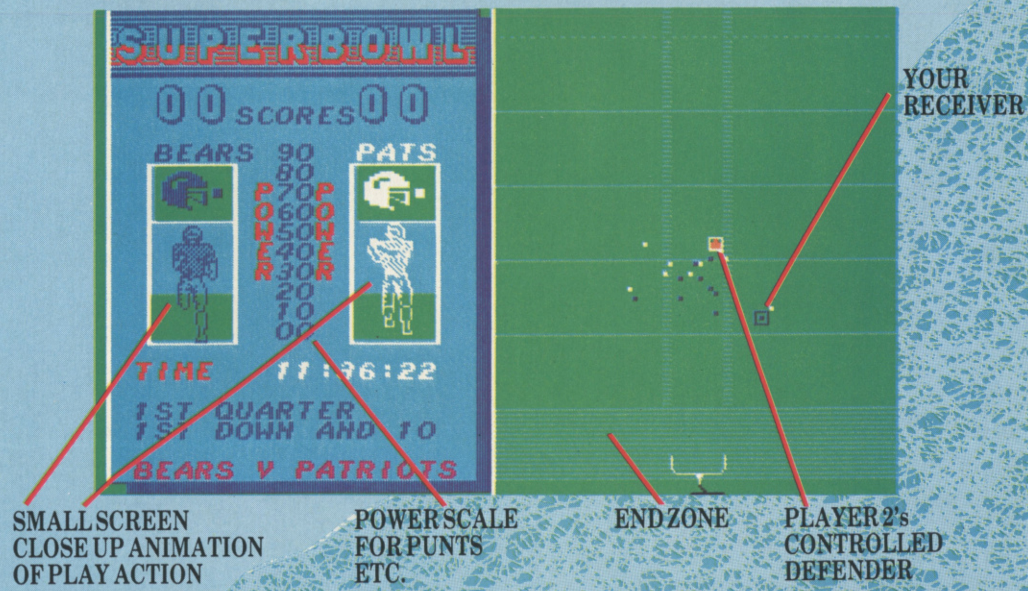
The game is played on a pitch which is 360 feet long and 160 feet wide. The pitch is marked out in intervals of five yards which gives it that distinctive Gridiron appearance. KAOS have managed to pack the pitch into the confines of your computer — plus all the intricacies of actually controlling your team, and steering them to victory. There are many rules, regulations and gimmicks featured in the game and if you want to know more detail about the real thing why not check out Ken Thomas's informative Guide to American Football published by Orbis. Meanwhile let's take a look in more detail at a computerised NFL game.

KICK OFF

Choose the highest power and on releasing the fire button move straight up the field. Check which side of the pitch the ball is travelling and move diagonally to tackle the catcher who will return the ball down that side.

DEFENCE

Use your controlled player as the last line of defence, ignoring the quarterback, and watch for an unmarked player coming down the field, he is the most likely pass receiver. When tackling it is safest to tackle diagonally in the same direction as your opponent. Don't let your opponent past as you can never


SUPERBOWL
00 SCORES 00
BEARS
PATS
90 80 70 60 50 40 30 20 10 00
POWER
POWER
TIME
1ST QUARTER
1ST DOWN AND 10
BEARS V PATRIOTS
YOUR RECEIVER
SMALL SCREEN CLOSE UP ANIMATION OF PLAY ACTION
POWER SCALE FOR PUNTS ETC.
END ZONE
PLAYER 2's CONTROLLED DEFENDER

SUPERBOWL

catch him again. In all plays the front line players are continually tackled. Don't select one as your controlled player or you will be unable to move freely.

OFFENCE

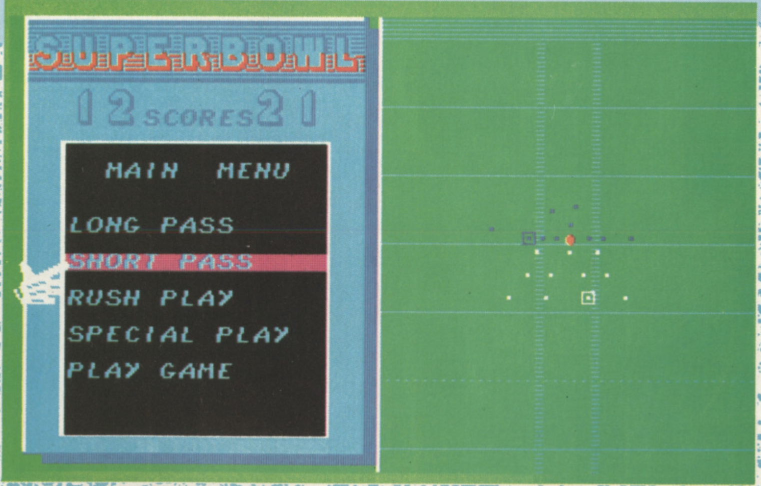
Try to use diagonal movements of the joystick unless you are past the defence and heading for touchdown. This stops the defence from advancing towards you and gives you more time. In the offence menus try and find plays in each menu that suit your style of play and then watch for which receivers are tackled and where they move. You can then select the best prefered receiver against each defence. (The cursor starts on player 1 in the menu). My own preferences are listed with the prefered receiver(s):

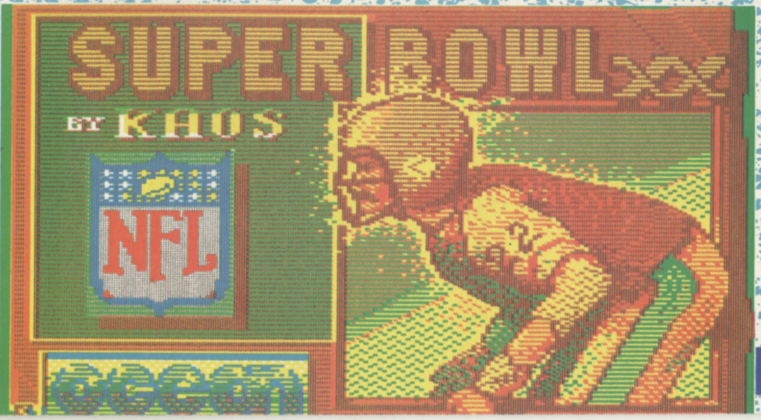
- Long pass :Shotgun, 1
- Long pass :Opposite brown, 4,3
- Short pass :Split red,1
- Rush play :I-formation, 4

When rushing choose the side you want to rush down and move the quarterback diagonally back and left-right. Watch the tackling on the side you are on. If all the defence players are tackled a gap will form which you can run through. If no gap forms then run or pass the ball.

GENERAL TIPS

In one player mode Superbowl can be difficult to beat since the computer passing is fast and accurate. The computer can be beaten by a series of short yardage rushing plays. As in the real game don't give up any yardage and don't let the opposition gain any.





GREEN BERET

OK Gamesters, it's time to shape up! This is Jackson T. Kalliber and I'm going to take you on an assault course you'll never forget! I taught Green Beret all he knew back in the IDEAS CORP Military Academy — so I reckon I'm well qualified to bring you this guide to what you like to call a "game". At the Academy we used to call it life and death. Read this and survive!

● *Our map shows the first two levels of the Commodore version. Other screens come from the Spectrum version.*

● C64 Enemy Identification Guide:

- Whites: Commanders
- Greens: Unarmed Kung Fu masters
- Browns: These troops simply rush at you and can be dodged or killed.
- Blues: Slow blues are the ones to watch. They actually fire at you. Fast ones simply run at you.

● Spectrum Guide:

- Karate masters: unarmed and in martial arts uniform
- Armed troops: Helmeted and deadly
- Commanders: Watch out for the Rambo style character!

LEVEL ONE:

Use the ladders and platforms to dodge oncoming troops. But beware the martial arts masters — they will use Kung Fu techniques to wipe you out. Duck, jump and dive to avoid them. Watch out for the Commanders — white characters on the 64 and furry hatted chaps on the Spectrum — kill them and you'll win an extra weapon. On this level it's a flamethrower. Beware the ortarr men you find at the end of the bridge. Use one burst of the flame-thrower to despatch this evil being — and it will also take out his backup men if you're lucky.

Hang on to the rest of your flamethrower until the end of the battlezone.

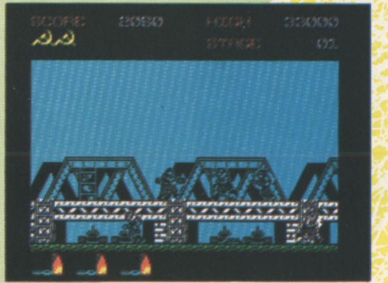
Just as you think you've survived the first level a siren sounds and a truckload of troops arrive. Now do you see why I kept telling you to hang on to the flamethrower? Let them have it! These troops attack in threes.

If you've used up your flamethrowers you must get as close to the truck as possible and then keep stabbing. When a karate man comes out jump and kill him.

On the ground by the Missile launchers you will see flashing mines which will kill you on contact.

LEVEL TWO

As you start this level a new type of enemy appears. The first of these are the crawlers. Don't try to jump over them — lie down and stab them. Terminating a Commander on this level will earn you a bazooka on this level. Save this weapon!



Bazookas cause YOU a problem too. There's a sneaky bazooka man lying in wait for you among the harbour buildings. Avoid him or kill him. As you pass the haulage crates and enter the dockyard a parachutist will appear at the top right hand side of the screen and begin dropping things on you. You can shoot at him if you're standing on the containers — but trying to get underneath him isn't easy as you'll have to wait until he's dropped the last of his weapons. There's two of these airborne enemies to deal with on this level.

There's another mortar man on this level — and he can take you out of the game quite easily unless you are super-slick.

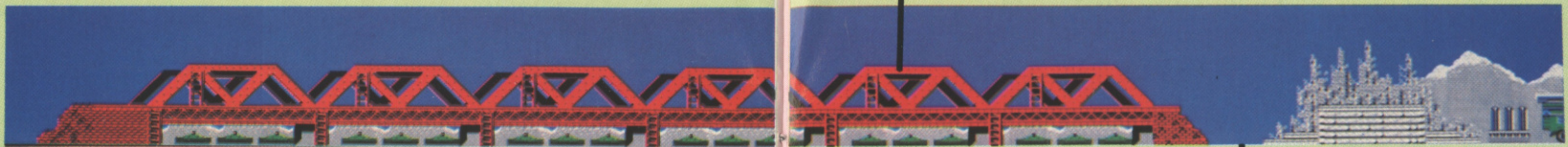
Then comes the big text. Savage guard dogs are unleashed on you by an enemy dog handler. You really only need the knife to take care of your canine friends but of course if you've got your bazooka left — use it.

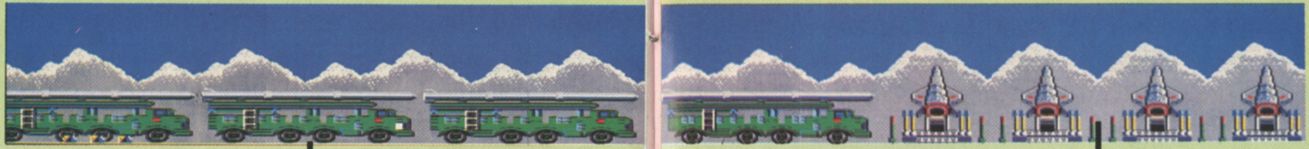
They attack in threes from the left at first. Lie down to stab at them. Stand for the attackers which come at you from the right. These leap at you. You'll need to repeat this twice to complete the level. Beware of the jets — they rarely miss!

Battlezone Advice

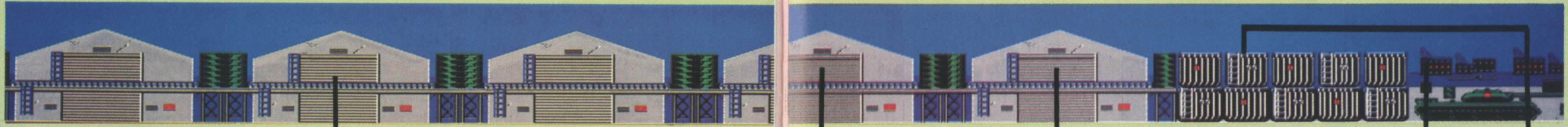
Keep moving. Trying to stick around and build up tons of points will only get you killed in the end.

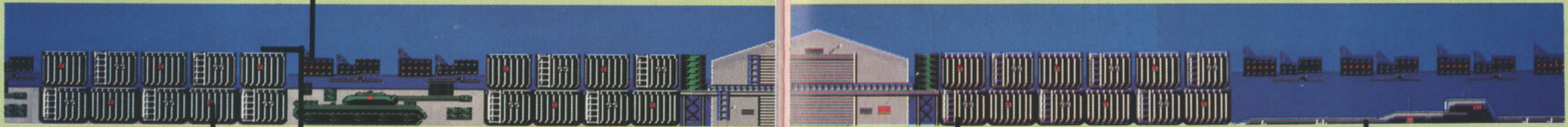
LEVEL 1


COMMANDER
MORTAR MAN

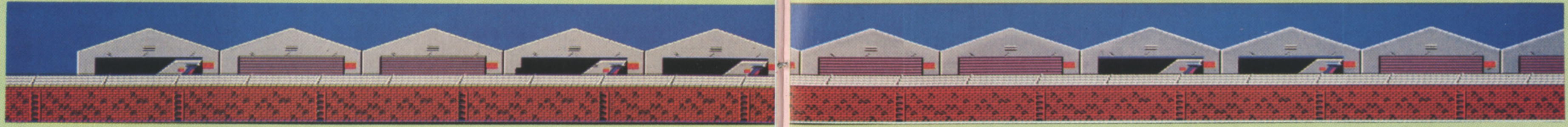

COMMANDER
COMMANDER

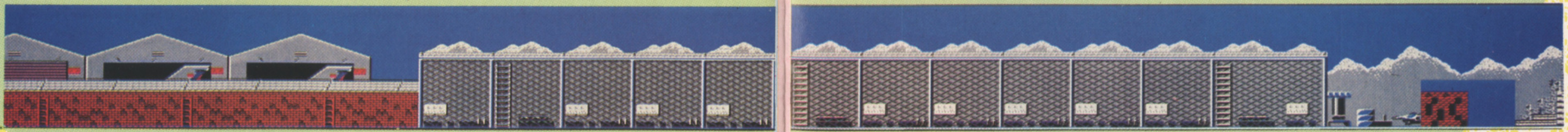
LEVEL 2


PARACHUTIST
COMMANDER
BAZOOKAMAN
COMMANDER
PARACHUTIST
BAZOOKA CARRIER

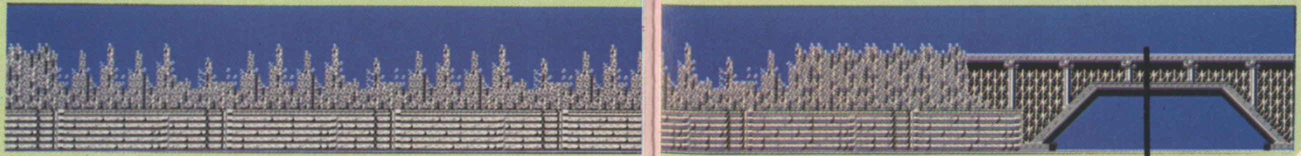

BAZOOKER CARRIER
COMMANDER
MORTAR MAN
SAVAGE DOGS

LEVEL 3





LEVEL 4

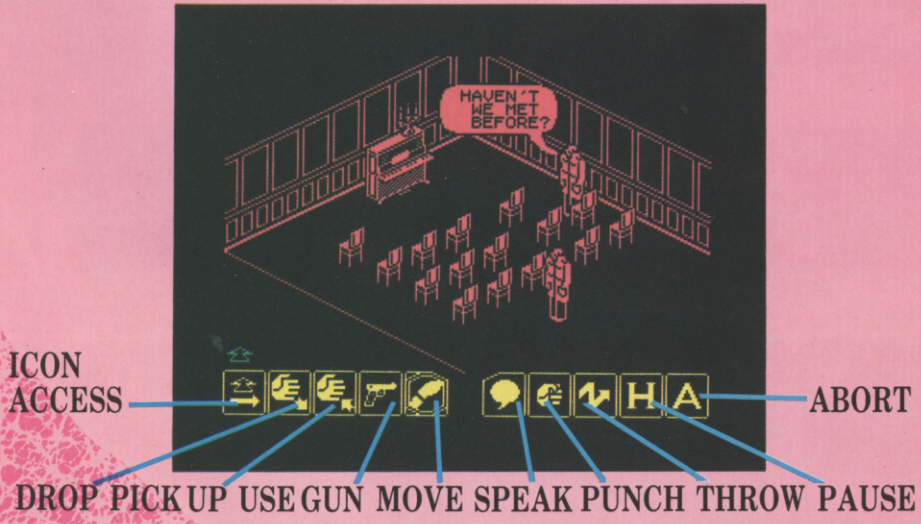

GYRO-COPTERS

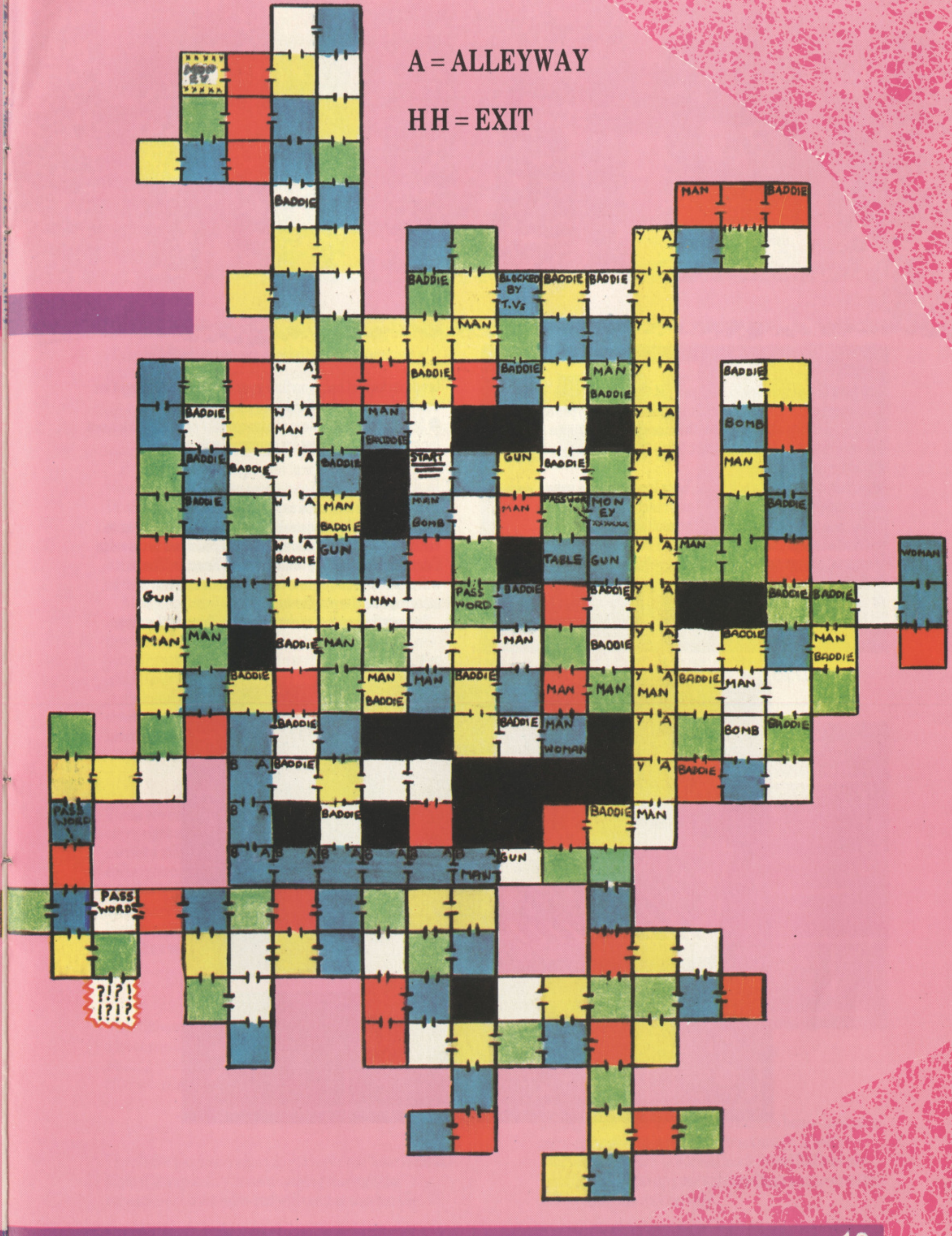
MOVIE

The neon light outside the IDEAS CORP security HQ flickered fitfully as mean *Mike Stockham*, IDEAS top private eye, sat gazing out of the window at the rainswept street. The private eye business had been slow since Mike had solved the case of Big Red's disappearing t-shirts. Now he was working on a new job — the case of the Ocean Movie. It was proving tough. But fortunately he'd come up with some clues and a map of the area he'd explored so far. He wants to pass these clues onto you just in case the hit men catch up with him. So here's looking at you kids — and don't forget to whistle!

Use Mike's map and tips to help save the good sister and get the secret tape from the gangster's HQ. Good luck, blue eyes!

- Use the Map!
- Conversations are necessary.
- Women should never be trusted — but one of them can be!
- Never stand in front of a baddie with a gun — they are all good shots!
- Be careful how you use bombs.
- Always enter a room from the side of the door. Baddies always aim for the centre and so do bouncing balls!
- Always carry a gun with you.
- If you haven't got a gun — a well aimed punch will do.
- If a moving knight blocks your way, throw an object at him.
- Almost every room provides a clue, so keep your eyes peeled!
- To start you off, one of the passwords is OPEN.


HAVEN'T WE MET BEFORE?
ICON ACCESS
ABORT
DROP
PICK UP
USE GUN
MOVE
SPEAK
PUNCH
THROW
PAUSE


A = ALLEYWAY

H H = EXIT
START
BADDIE
MAN
WOMAN
GUN
BOMB
PASS WORD
MONEY
TABLE
BLOCKED BY T.Vs
A
B
W
Y
?!?!

TAU CETI

In Pete Cooke's Tau Ceti you play the part of an intrepid Gal-Corp volunteer on a mission to clear the planet of berserk robots. To do this you must shut down the main central reactor in the planet's capital city, Centralis, by assembling and inserting 20 reactor cooling rods found in the planet's 32 cities. Movement, between cities is achieved using the jump pads located at the North, South, East and West corners.

Starting Up

The first few plays should help you get to grips with the skimmers controls and to recognise the different types of objects on the surface. Some of the more important ones are shown on the cassette insert. They fall into three broad types.

- Buildings you can dock with: Your lander where you begin the game, supply centres and reactors. The reactors are where you find the parts of the cooling rods, supply centres allow you to equip your ship. These buildings are immune to laser and missile fire but will NOT allow you to dock if you shoot at them!
- Other buildings: The rule here is — if it fires at you zap it! Non-firing buildings are best left alone as they provide landmarks and help you find your way around a city. You don't score anything for destroying them anyway.
- Moving objects: These are invariably nasties. Watch out for guardians and hunters equipped with missiles.

The Object

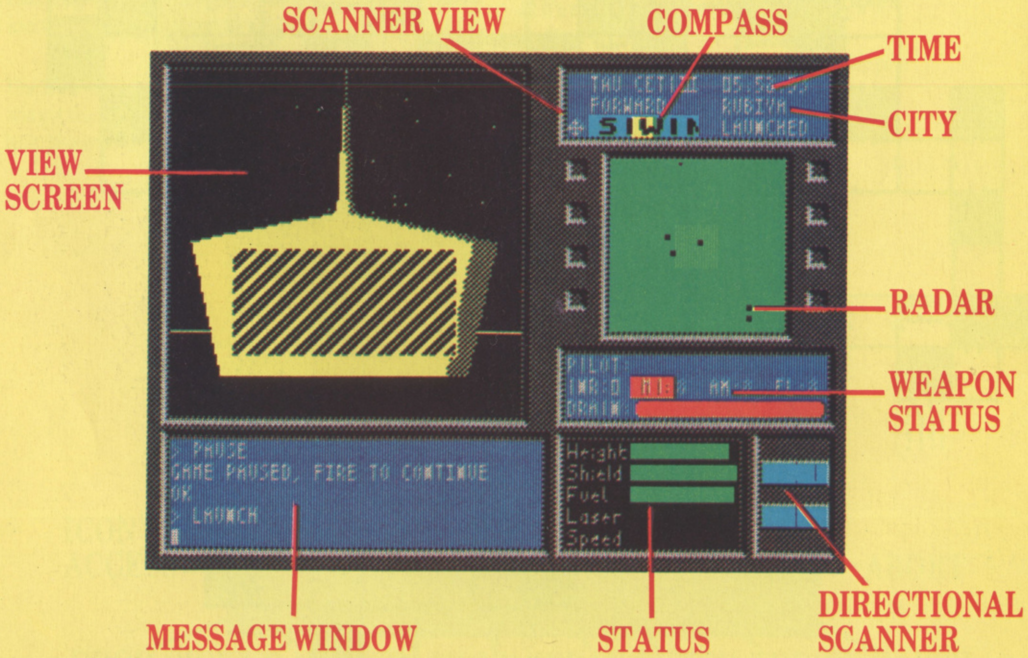
The main object in each city is to dock with the local reactor and collect the cooling rod parts. When you have visited all the reactors in all 32 cities you must to travel to Centralis and find the Main Central Reactor. The parts will need assembling into complete rods and can then be inserted into the reactor core.

It's worth starting each game by looking at the map (Type MAP while you are docked) and planning out a route around the cities which ends in Centralis.

While in map mode placing the cursor over city and pressing fire will give an estimate of the cities defence level to let you know what to expect when you jump in, and information about the location of the jump pads.

Having launched from your lander, or jumped into a city via a jump pad the best technique is to take it very slowly. Diving in with guns blazing usually sets six or seven saucers and fortressers onto you and results in a quick death. Creep forward until something appears on the scanner and investigate cautiously. Take out each robot as it comes at you.

A couple of things to remember here are that your lasers are much more effective at close range and overheat if fired continuously With the Hunters, it's better to hold your fire until they are close in and take them out with a continuous burst at close range. On the other hand, some static buildings, especially spheres and domes only have short range lasers and it's better to stand off out of their laser range to blast them.



```
> PAUSE
GAME PAUSED, FIRE TO CONTINUE
OK
> LAUNCH
```

Use of missiles

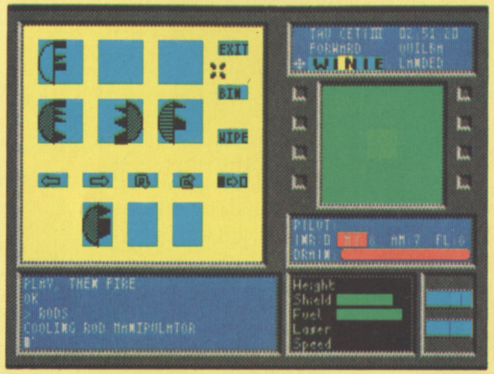
These are normally best used sparingly as you can only carry eight at any one time BUT if the city you are in carries a military supply centre (recognisable by the long spike) you can re-equip with missiles. A problem with missiles is that many robots have anti-missile in at very close range when they have no time to react. Beware of launching a missile and firing your lasers at the same time. You will simply blow your own missile out of the sky!

Shields

Your Skimmers shields are quite powerful and will absorb a lot of punishment but are slow to recharge. It's worth waiting until your shields are back up to full strength after a dogfight before moving deeper into a city.

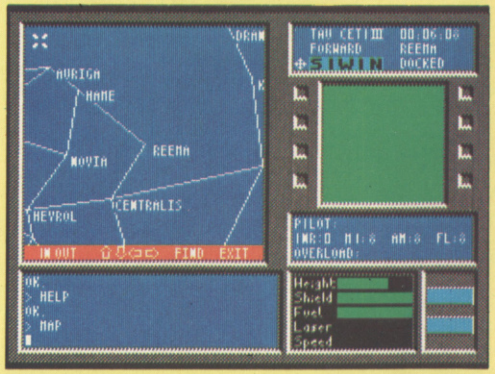
Infra-Red

The planet has a very short day (approx one hour) and at night it is impossible to see anything through the viewscreen. Using infra-red will combat this but the display is not so clear and the robots can home in on your infra-red signal to increase their accuracy. A better solution is to switch to normal mode in combat and use your flares to light up your surroundings and reserve the infra-red for navigation only.



```
PLAY, THEN FIRE
OK
> RODS
COOLING ROD MANIPULATOR
```

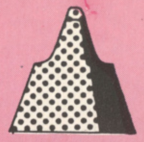
The reactor puzzle. You'll need to master this to succeed.

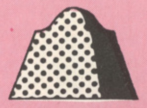


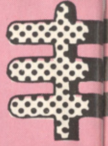
```
OK.
> HELP
OK.
> MAP
```

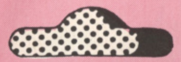
The planetary map. Use it to check on city defences.

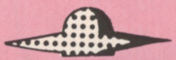
TAU CETI

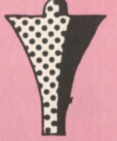

MAIN CENTRAL REACTOR

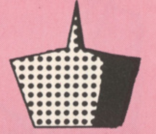

REACTOR SUBSTATION

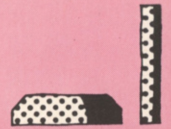

FORTRESS


HUNTER MK I


HUNTER MK II


CONTROL TOWER


SUPPLY CENTRE (MILITARY)


JUMP PAD COMPLEX

Tracking

One building to watch out for is the radar tower. This is a long thin pole with a sphere on top. These are not armed but will communicate your position to other robots and increase their accuracy — much as infra-red does. A good tactic here is to take out the towers with a missile as you fly in and then turn to concentrate on the remaining robots.

Mines

Several of the more distant cities contain minefields. These DO NOT show up on the map defense estimates. Mines are very small objects and look like two rugby balls on top of each other. They are activated when you come too close and are very powerful, the skimmer can only survive one detonation. The best solution is to crawl forward using a combination of scanner and viewscreen and pick the mines off with your laser at EXTREME range.

Extra Equipment

At the military supply centre in PREEMA there is a reserve shield(*). This can only be used once and is activated when your shields run low. A useful item of equipment to have for some of the more heavily defended cites.

Another item of equipment is a single experimental missile(*) found at KZINTI. This is extremely powerful and will completely wipe an entire city when detonated. It's best reserved for emergencies BUT be careful not to launch it at a robot equipped with anti missile missiles!!

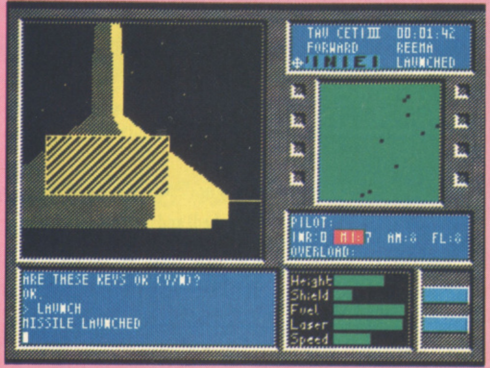
SAVEing the game and the notepad

The on screen notepad allows you to keep track of your position and is especially useful for noting down the cities (and reactors) visited. The game has a save option (Amstrad disc owners can also save to Disc) and it's a good idea to use this frequently. The note pad is saved along with your position and reloaded with LOAD.

The Final Barrier

Having collected the cooling rod sections, before you can insert them into the reactor you must assemble them. Type RODS when you are docked to go to the cooling rod manipulator. It's really not worth trying to assemble the rods until you have ten or more sections. Here trial and error is the best policy until you get a feel for the patterns on the rods. Having assembled the rods and docked with the Main Central Reactor in Centralis typing REACTOR will take you into the reactor room. You now have only a limited time before the radiation overcomes you so it's best to save the game before entering. Insert the assembled rods in the reactor before the time runs out to complete the mission!

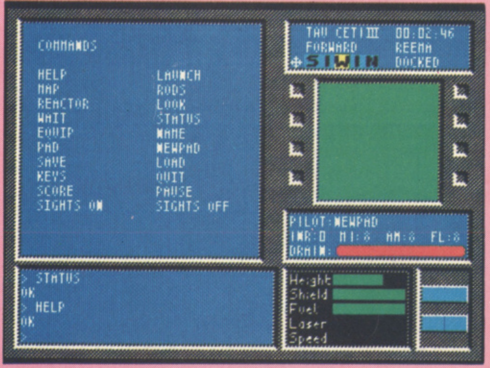
At the end of the mission you are given a score depending on time taken and robots eliminated. As a guide, any time under nine hours is very good going!!


```
TAU CETI III  00:01:42
FORWARD       REEMA
 NIEI         LAUNCHED

PILOT:
INR:0  MI:7  AM:8  FL:8
OVERLOAD:

ARE THESE KEYS OK (Y/N)?
OK.
> LAUNCH
MISSILE LAUNCHED
```

Docking with the lander.


```
COMMANDS

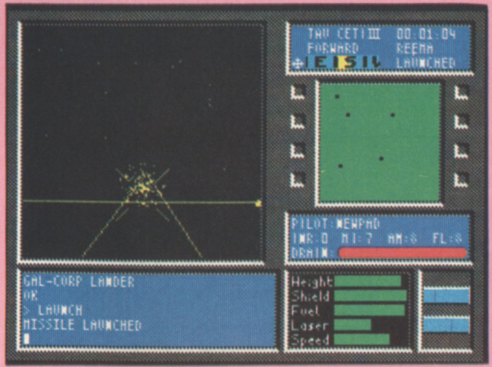
HELP          LAUNCH
MAP           RODS
REACTOR       LOOK
WAIT          STATUS
EQUIP         NAME
PAD           NEWPAD
SAVE          LOAD
KEYS          QUIT
SCORE         PAUSE
SIGHTS ON     SIGHTS OFF

TAU CETI III  00:02:46
FORWARD       REEMA
 SIWIN        DOCKED

PILOT:NEWPAD
INR:0  MI:8  AM:8  FL:8
DRAIN:

> STATUS
OK
> HELP
OK
>
```

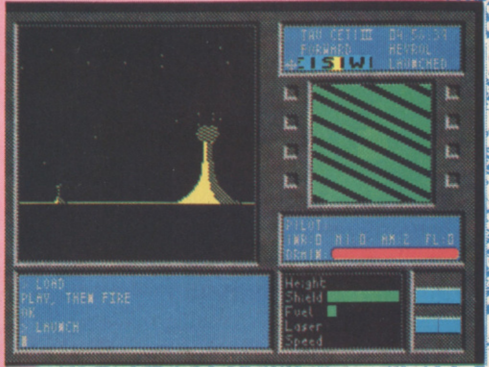
When in doubt call up the HELP screen. These words are useful.


```
TAU CETI III  00:01:04
FORWARD       REEMA
 EISIV        LAUNCHED

PILOT:NEWPAD
INR:0  MI:7  AM:8  FL:8
DRAIN:

GAL-CORP LANDER
OK
> LAUNCH
MISSILE LAUNCHED
```

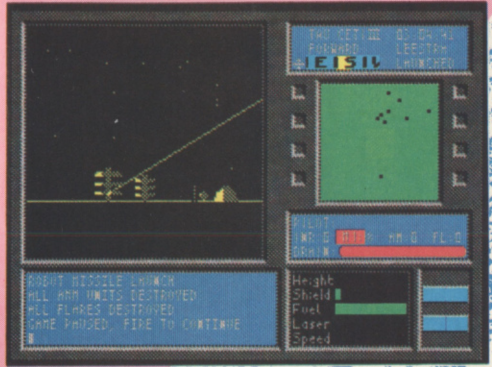
ZAP! Enemy craft bites the dust.


```
TAU CETI III  04:56:39
FORWARD       HEYROL
 EISIWI       LAUNCHED

PILOT:
INR:0  MI:0  AM:2  FL:0
DRAIN:

> LOAD
PLAY, THEN FIRE
OK
> LAUNCH
```

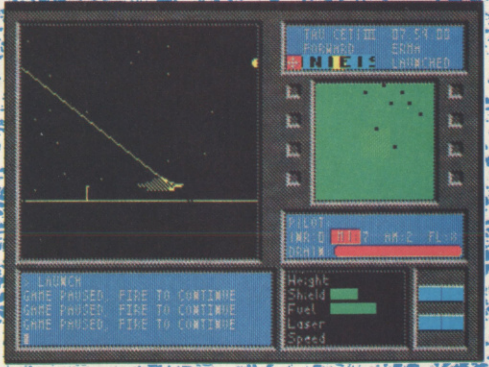
Beacon. Watch for these near jump


```
TAU CETI III  03:04:41
FORWARD       LEESTAA
 EISIV        LAUNCHED

PILOT:
INR:0  MI:6  AM:0  FL:0
DRAIN:

ROBOT MISSILE LAUNCH
ALL AMM UNITS DESTROYED
ALL FLARES DESTROYED
GAME PAUSED, FIRE TO CONTINUE
```

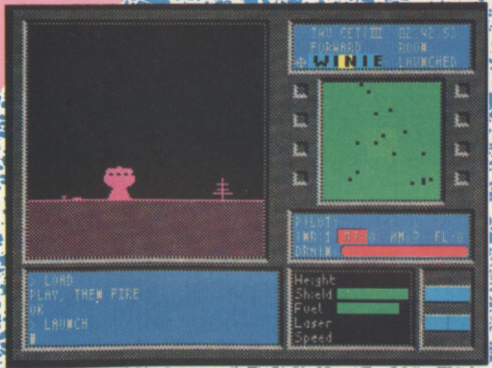
Fortress firing on skimmer.


```
TAU CETI III  07:59:00
FORWARD       ERMA
 NIEIS        LAUNCHED

PILOT:
INR:0  MI:7  AM:2  FL:8
DRAIN:

> LAUNCH
GAME PAUSED, FIRE TO CONTINUE
GAME PAUSED, FIRE TO CONTINUE
GAME PAUSED, FIRE TO CONTINUE
```

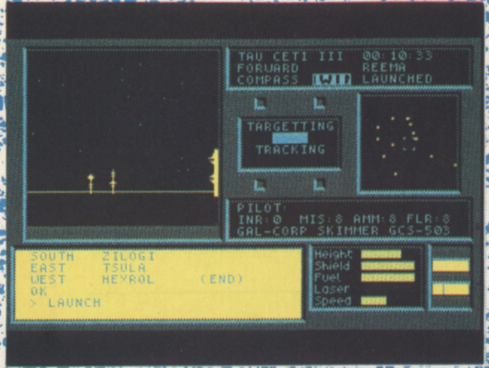
Hunter on the attack.


```
TAU CETI III  02:42:55
FORWARD       ROON
 WINIE        LAUNCHED

PILOT:
INR:1  MI:8  AM:7  FL:8
DRAIN:

> LOAD
PLAY, THEN FIRE
OK
> LAUNCH
```

As night falls use infra-red.


```
TAU CETI III  00:10:33
FORWARD       REEMA
COMPASS  WI   LAUNCHED

TARGETTING
TRACKING

PILOT:
INR:0  MIS:8 AMM:8 FLR:8
GAL-CORP SKIMMER GCS-503

SOUTH   ZILOGI
EAST    TSULA
WEST    HEYROL       (END)
OK
> LAUNCH
```

The Amstrad version.

(*)Amstrad Disc version owners will need to cope with Timevaults (locked security units) to reach any special equipment